

GAME BOY ADVANCE

AGB-BEME-USA

m&m's[®]

BRAND

BREAK'EM



INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Nintendo portable video game systems contain a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your hardware. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE, GAME BOY® MICRO, OR NINTENDO DS™ VIDEO GAME SYSTEMS.

Important Legal Information

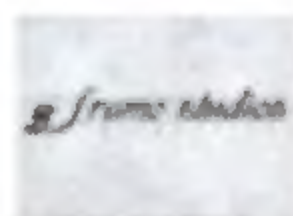
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Rev-D (L)



THIS GAME PAK INCLUDES A MULTIPLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK CABLE.

LICENSED BY



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Introduction

Mr. Runch, a rotten and dangerous peanut, determined to be one of the M&M's® just escaped the reject bin where he was discarded as Ghastly! He's on loose in the galaxy. He's trying to kidnap and trap all the M&M's® into crystals, until he can get what he wants: becoming an M&M's® candy too!

Only five heroes, Red, Yellow, Blue, Green and Orange, can defeat him and are ready to blast off from their headquarters to catch him. Help them in this dangerous and exciting new adventure!

Starting the Game

Correctly insert the Game Pak into your Game Boy® Advance system. Switch on the system. Press START at the title screen.

WARNING : Inserting a Game Pak when the system is already on might result in damage to the Game Pak.

Menu

From the main menu, you can choose where you want to go: Story, Multiplayer, Options, Credits.

Switch options by pressing the Control Pad Left or Right and confirm by pressing the A Button. When you're in a sub-menu, press the B Button go to back.

The options allow you to change in-game settings, like the sound effects and music volumes. A jar containing M&M's® represent the volume: fill it to have the maximum volume or empty it if you want to lower the volume.

The credits section is where you can read the names of the developers.

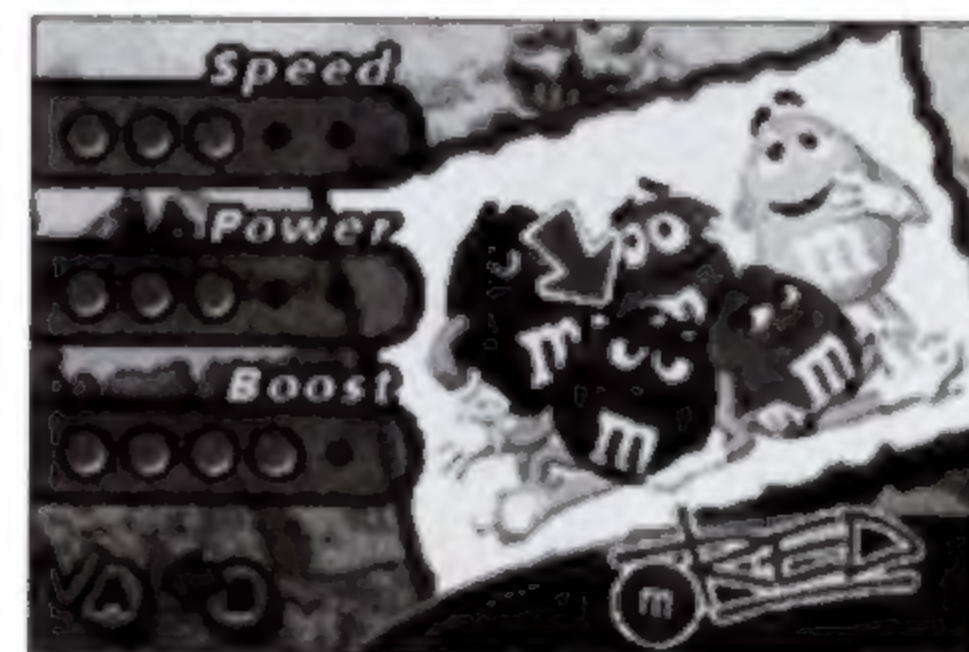


Starting the Story

The Story Mode allows you to either choose to begin a new game or resume from an old one where you left off. Just simply choose the options from the main menu.

Should you wish to continue a game, just enter the password provided when completing a game area. Just like a storyline, the game will automatically pick from where you previously left!

When a new game starts, you can choose which of the five heroes you want to use in this adventure: Red, Yellow, Blue, Green and Orange. They all have different skills: Speed, Power, and Boost. Speed is very important if you want to complete levels in such a short time. Strong Power allows one to break rocks with less shots. The Boost value will determine the M&M's® character ability to speed up. You also want to remember that only two of them (Yellow and Green) can break special blocks and access to more bonuses and points!



The Map

After choosing to start a new game and having selected one of the heroes you want to use, you can control the game progress from the main map. Here you can choose the location you want to play and unlock new ones as you proceed in the adventure. Three locations are available at the beginning: "Egg Island", "Deep Blue", and "Green Hill".



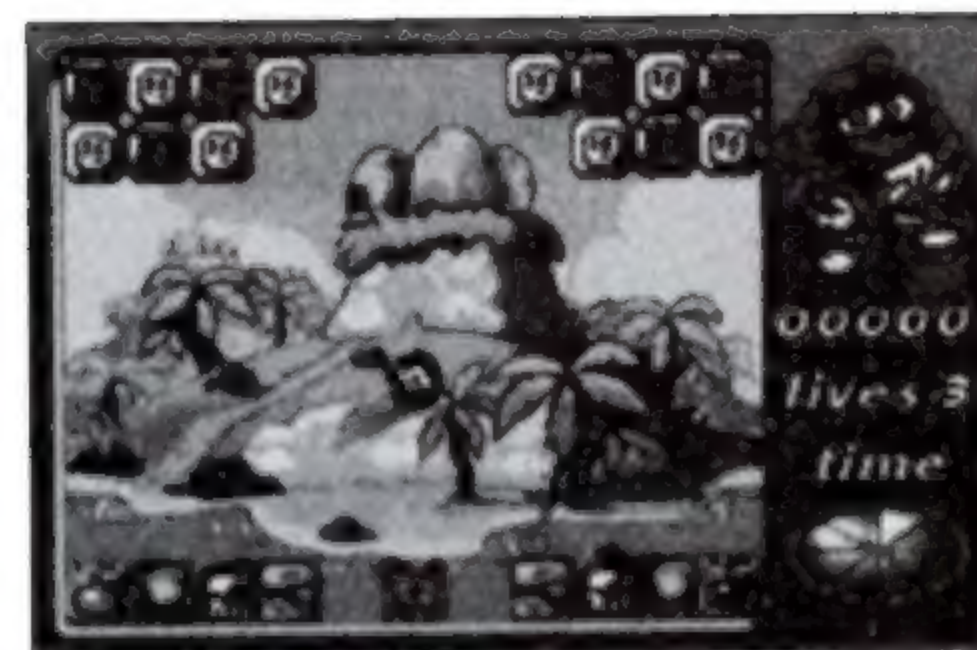
After selecting the location, choose your play area from a sub-map. The "spots" on the map represent the areas with the corresponding number of levels you're going to play in. The orange spots are the normal levels. After completing all of them, a blue spot will respectively appear indicating that you've accomplished all and allowing you to access the Boss Levels!



For added thrills, some locations hide secret levels where one can earn extra points and collect special bonuses. Try finding the hidden keys to unlock extra levels. When unlocked, a pink spot will appear on the map.

The Game

Breaking the crystals is the main objective and the only way to save the M&M's® characters trapped in them. To do that, you can control one of the M&M's® by making it bounce throughout the screen, move it left or right, and hit the crystals of it's same color. Some special blocks allow you to change the color. Once all the crystals are freed, a door to the next level will open. But be careful! It's not as easy as it sounds: some skull blocks will terminate you when and if hit. So, try avoiding them!



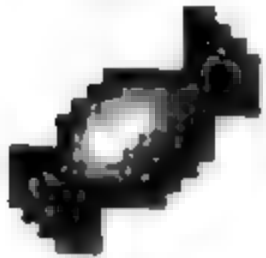
A simple interface shows useful information about the game such as lives, points, time left. Points are very important: you can earn extra lives!

Also, you must be very quick. When the time is over, extra trouble will come your way. A bouncing skull will jump throughout the screen. It will try to catch you thereby taking out "lives" and deterring you to finish the game level.

Sometimes you might find under a block special bonuses that will aid you in various ways. For example:



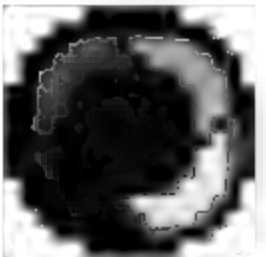
Detonators. There are detonators of different colors, and if collected, all the crystals of that color will explode simultaneously! Simply fantastic!



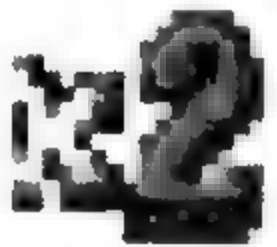
Extra points... there are several like this. Some are very rare, but worth many points. Try to find them!



An invulnerability potion! It won't be easy to find it, but... it surely helps!



Freeing all those crystals is hard work. This bonus will help by bouncing and destroying all the crystals on its way!



This is a very useful bonus! It multiplies the time bonus at the end of the level. There are different multipliers, ranging from 2 to 8.

...and many others!

Controls

On it's own, the M&M's® characters bounce up and down. Using the Control Pad Left or Right, you can move it horizontally wherever you want to direct it. By pressing the A Button (or R Button), you can speed up movements. Press the B Button (or L Button) to slow down.

Pause the game by pressing START. Choose whether you want to go back to playing or quit the game by pressing the A Button.

Multiplayer Game

Add zest to M&M's®: Break`Em and play it with friends! Challenge your friends in head to head battles and see who's faster in breaking crystals!

Multiplayer games require a Game Boy® Advance Game Link® Cable.



When choosing to play a Multiplayer game from the main menu, the system will recognize the correct usage of the Game Boy® Advance Game Link® Cable and enter the multiplayer menu.

From that menu, you can know the number of matches won by each player and start a new match by pressing the A Button (only the master player can choose to start) or quit the multiplayer and go back to the main menu by pressing the B Button (both players).



The player that wins 2 levels wins the match. In order to win a level, you must collect more crystals than your opponent! The interface shows the number of crystals collected and levels won. Your opponent can be recognized by a "P1" or "P2".

CREDITS

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